

## **Unified Flag Football Scoreboard Operator Instructions**

### **Timing**

- The game shall consist of four (4) 10-minute Quarters.
- Halftime is 5 minutes.
- The game is a running clock except for on the situations defined below:
  - The clock will stop on all time-outs, scores, injuries, and changes of possession.
  - The clock will NOT run during the extra point attempt after a touchdown.
  - If, at any time during the second half, one team is leading its opponent by 25 or more points, the timing procedures will be modified as listed below.
    - The clock will be stopped only in the following instances:
      - A charged time-out.
      - An officials' time-out for safety reasons, i.e. player appears to be injured, unusual heat or humidity creates health risk for players, player needs equipment repair, non-participant enters playing field, or other situations deemed to be safety related.
      - A one-minute intermission between the third and fourth periods.
      - If the differential is reduced to fewer than 25 points, regular timing procedures will again be used.
- The clock will stop in the last 2 minutes of the fourth quarter according to the rules of tackle football.
- Officials can stop the clock at their discretion (injuries, delays).
- If the score is tied at the end of regulation, there is a 3-minute intermission followed by an untimed Overtime period(s).

### **Scoring**

- Touchdown: six (6) points.
- Extra Point: one (1) point if attempted from the 5-yard line, two (2) points from the 10-yard line.
- Safety: two (2) points for the defense. The defense will obtain possession at their own 5-yard line (heading towards midfield)